

## Intel® AGP Stress Agent : Release 1.0

### DESCRIPTION:

-AGP Stress Agent is a windows based AGP stress test tool. Please refer to the user documentation for more information.

### REQUIREMENTS:

- A high end graphics card capable of:
  - On-board transform and lighting (i.e. GeForce\*, GeForce2\*, GeForce2\* Ultra, ATI\* Radeon)
  - Native driver support for DirectX\* & OpenGL\*
  - Polygon rates > 15 Million Triangles / second
- This application requires windows\*98, windows\*98SE, windows\*ME or windows\*2000
- For DirectX3D\* operation (with Vertex Buffers off), a processor 1.0GHz or greater is recommended.

### PARAMETER INFO:

- Settings are described in the user documentation

### TEST OPERATION:

- Run the stress test by clicking the "Start Stress Test" button in the Stress Test window
- Hit escape to stop stress test execution
- Refer to the end user documentation for more information

NOTE: Texture bitmaps are available on our website (<http://www-opsd.intel.com/swtt>) in the  
downloads section (under Graphics).

### RELEASE NOTES:

#### Version 1.0 (Gold) Release

- Optimized OpenGL\* display list usage
- Minor update in OpenGL lighting
- Updated AGP Stress Agent About dialog
- Updated error logging/catching
- Minor user interface enhancements
- Disallow texturing in glDrawArray(tris) OpenGL\* drawing mode
- Updated end user documentation

#### Version 1.3b

- Added texturing in Direct3D\* mode
- Optimized texturing in OpenGL\*
- Updated log support (OpenGL\* and Direct3D\*)
- Updated minor user interface issues
- Updated texture loader to allow non 2^n and 2^m bitmaps
- Disallow resizing of the splitter pane
- Fixed windows\*9X, windows\*ME slow responsiveness with complex scenes
- Fixed bug in results window, clicking on an empty graph caused an unhandled exception
- Fixed DirectDraw\* and Direct3D\* COM cleanup
- Fixed Direct3D\* move window bug

#### Version 1.2b

- Added Direct3D\* mode
- Added About dialogs for Direct3D\*/OpenGL\*/Application
- Added Rendering area control
- Added graph capabilities
- Added (better) error control
- Updated Stress Test window
- Updated stress test algorithms
- Various user interface updates

readme.txt

-Updated user documentation

Version 1.1b

- Fixed bug in display mode enumeration (causing page fault crash)
- Fixed dynamic resolution menu bug on windows\*9X systems
- Eliminated NVIDIA-exclusive functionality (VERTEX\_ARRAY\_RANGE\_NV)
- Added OpenGL\* compatible textures to the \*.zip file
- Small updates in the AGP Stress Agent Documentation

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